

MAUNGAREI TEAM HOMEWORK

Weeks 3/4

DUE: Friday 14 August, 2009

SPELLING

See the Homework Expectations.
Practice your spelling words every night.

CODE 1

MATHS

Money – Money – Money

You have \$1000 to spend on a family holiday. Decide where to go, how much it will cost to get there – petrol, airfares etc. How much will accommodation cost you? What do you want to do while you are there and will it cost money to do it? Remember \$1000 is your limit. You don't want to come back from holiday in debt. ☺

You may use travel agents' brochures, newspaper adverts or the internet to find all the things you are going to need.

Cut them out. Stick them in. Add them up.
Work out how much change you will have.

CODE 2

WWW.MATHLETICS.CO.NZ

Visit the Mathletics website every weeknight and practice your basic facts against worthy opponents around the world. Or complete your set tasks and go for Bronze or Silver or Gold!!!

CODE 1

WEEK 4

Go to www.mathsweek.org.nz. Log in and participate in the Challenges and Games to win Maths Dollars!

CODE 1

Reading

See the Homework Expectations.

Read every night and record it in your Reading Log.

CODE 1

TOPIC: Wearable Arts

CHECK OUT

WWW.WORLDOFWEARABLEART.COM
WEBSITE FOR IDEAS AND INSPIRATION.

Design an outfit using 'Kiwiana' as your theme. List the materials you use. If you are feeling very adventurous make the outfit for a doll from your house. Have fun!!

CODE 2

Outer Space

On July 23rd it was the fortieth anniversary of man first landing on the moon. Your research topic is **ANYTHING TO DO WITH SPACE**. Choose an aspect of space you are interested in and research it thoroughly. You may even like to investigate that first landing and subsequent trips to the moon.

You need to **RESEARCH** your topic and then decide on the most important **FACTS** to share in your presentation. You will probably want to add some **PICTURES** or diagrams as well to make your presentation interesting for the people reading it. Try not to use bullet points but put your information into paragraphs.

Remember do your Best Work! Code 2

ART: SPACE

Paint a galaxy, invent a planet and paint it, make a papier mache model of your space topic, make your own solar system, make a shoebox recreation of the first landing on the moon, let your imagination carry you away; the choice is yours as long as your creation is space related.

CODE 2